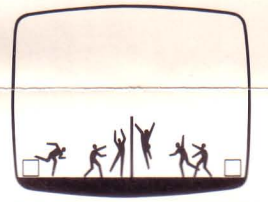
VOLLEYBALL ...a demanding game of your electronic coordination...

as you try to smash the ball over the net and out of your opponent's reach.

GAME AIDS

GAME CARD #7



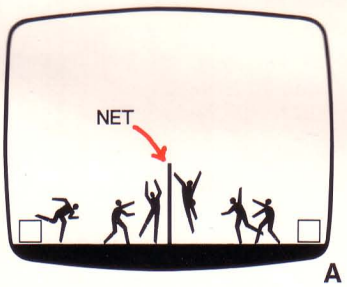
GAME OVERLAY

SET UP

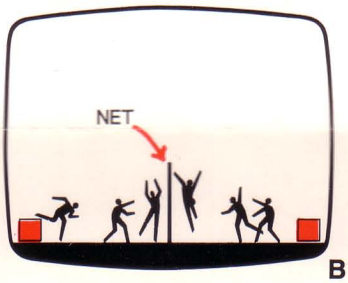
1. Insert GAME CARD #7 into the Master Control Unit.
2. Place the VOLLEYBALL Overlay on the screen.
3. Turn the CENTER Control on your Master Control Unit to position the VERTICAL LINE behind the net located in the middle of the Game Overlay (ILLUST. A).
4. Turn the SPEED Control on your Master Control Unit to the LEFT, which is the slowest setting.

PREPARATION FOR PLAY

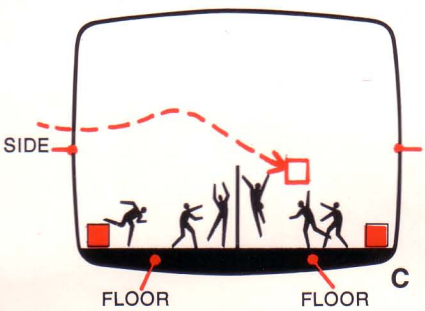
1. Both players use their HORIZONTAL and VERTICAL Controls to position themselves on the far sides of the screen in the playing boxes located on either side of the white line (net) (ILLUST. B). The player displayed on the LEFT side of the screen must be controlled by the LEFT hand Player Control Unit #1. Conversely, the RIGHT player is controlled by the RIGHT hand Player Control Unit #2. Each player must stay on his own side of the net.
2. Both players now set their ENGLISH Control to the upright center position.
3. Press the RESET Button to set the ball in motion. Each player must use his ENGLISH Control to arch the ball over the NET and then down into his OPPONENT'S playing court. The ball must be directed down towards the floor of the court and is not permitted to go off the screen at the TOP or SIDE. (See ILLUST. C) However, if the ball goes off the screen below the NET LEVEL, the hit is considered good (ILLUST. D). Conversely, if the ball goes off the screen above the NET LEVEL, the hit is considered out of bounds and is not good (ILLUST. E). Should the ball pass through the NET, it will disappear and is considered DOWNED. The DOWNED ball is brought back into play by pressing the RESET Button.



A

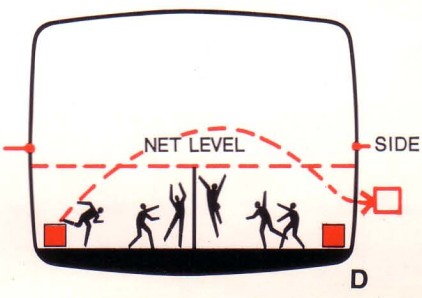


B



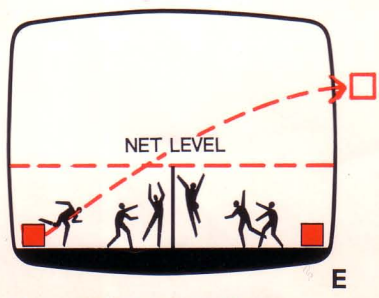
C

BALL ARCHED OVER NET AND DOWN TOWARDS FLOOR



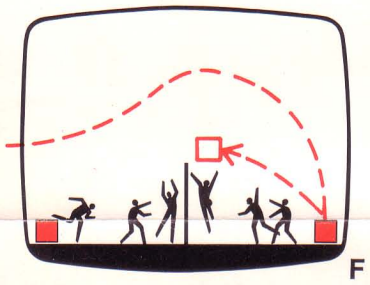
D

BALL HIT OFF SCREEN ON OPPONENT'S SIDE BELOW "NET LEVEL," IS GOOD



E

BALL HIT OFF SCREEN ON OPPONENT'S SIDE ABOVE "NET LEVEL" IS OUT-OF-BOUNDS



F

OPPONENT RETURNS BALL BY MANEUVERING IT WITH HIS ENGLISH CONTROL *AFTER* HE HAS HIT IT WITH HIS PLAYER.

PLAY

Both players take their positions in the playing boxes. The players must take these positions at the start of each SERVE.

The players should press their RESET Button to begin the VOLLEY FOR SERVE. For the VOLLEY to be legal, the ball must go over the NET three times and then continues until one player misses the ball. The last player to hit the ball over the NET and down into his OPPONENT'S court successfully (below the NET LEVEL) becomes the SERVER.

The SERVER takes his position and presses the RESET Button to serve the ball. IF THE SERVE IS GOOD, the OPPONENT tries to hit the ball back to continue the volley (ILLUST. F). IF THE OPPONENT FAILS TO RETURN THE BALL PROPERLY, the SERVER scores one point and serves again. IF THE SERVE IS NOT GOOD (ball disappears in the net or passes off the OPPONENT'S court at the top or side above net line) the SERVE passes to the OPPONENT who now becomes the SERVER. The OPPONENT also becomes the SERVER when the SERVER fails to return the ball properly. Only the SERVING side scores.

The first side to SCORE 15 POINTS wins the game. Game is awarded only when a side wins by at least a two point margin such as 15 to 13. If the margin is less than two points, play continues until the two point margin is attained.

ODYSSEY™

...a total play and learning experience for all ages...

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